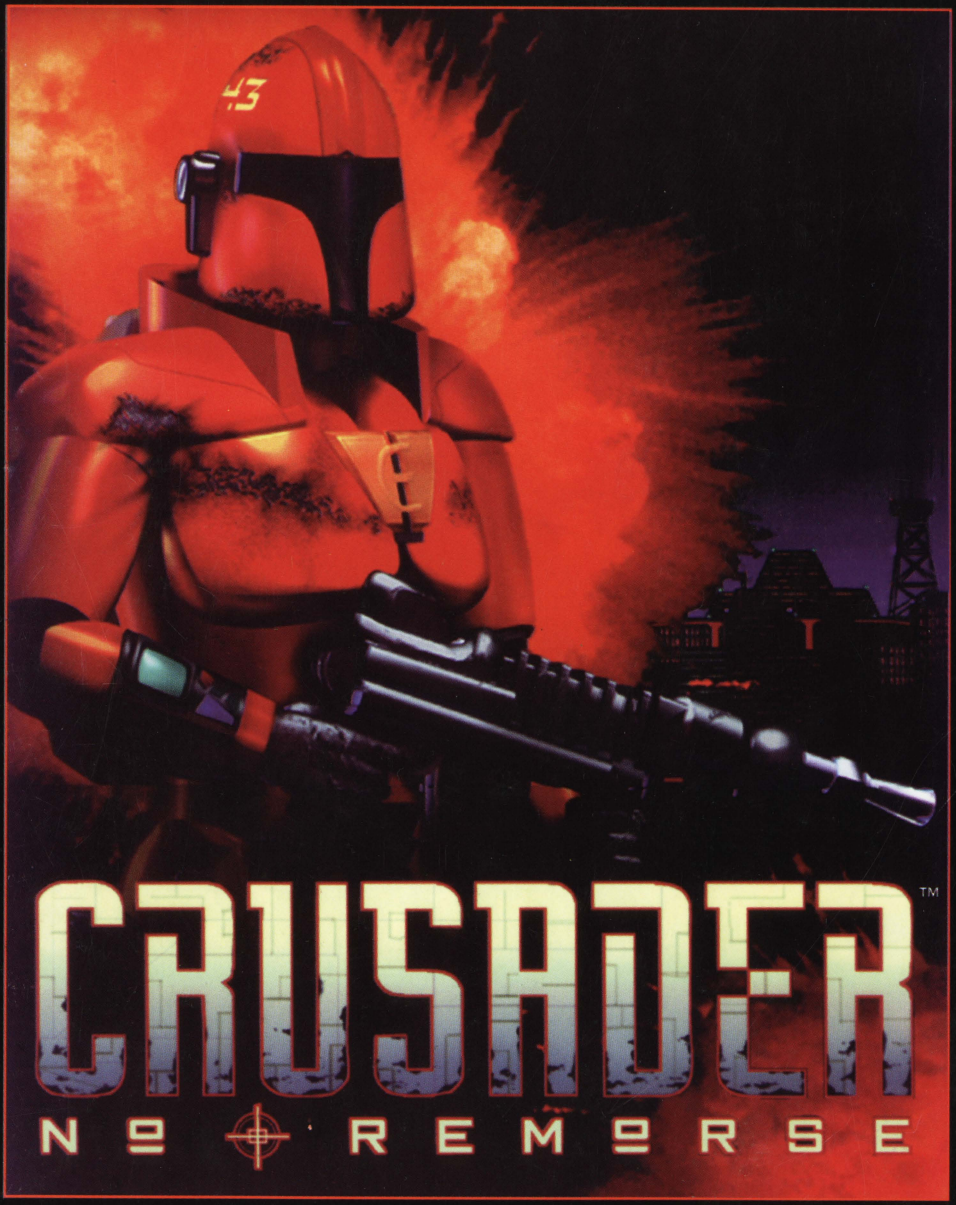


PRIMARY MANUAL

CONFIDENTIAL

This document is classified RESISTANCE CONFIDENTIAL. Any dissemination of this document, deliberate or accidental, to any organization or personnel not cleared by Resistance Command is STRICTLY FORBIDDEN and is grounds for military discipline. Any knowing release of this document to WEC agents or other anti-Resistance organizations is grounds for summary execution as a counter-revolutionary act, as per General Order 404-B.

ALL BASE PERSONNEL are hereby ordered to completely read and thoroughly familiarize themselves with all enclosed material.

– Stephon Ely, Colonel, commanding

Welcome to the Resistance

If you are reading this document, that means you have chosen to throw in your lot with the global Resistance opposing the tyranny of the World Economic Consortium. The fight ahead of you will be long and punishing. The enemy is alert and powerful. Only through the absolute loyalty of its operatives does the Resistance have any hope of success.

What is the Resistance?

The Resistance is a global network of individuals dedicated to the ideals of freedom and individuality. The Resistance has no fancy, high-sounding or "impressive" name because it needs none. We are a movement dedicated to action, not rhetoric.

The Resistance is both a subversive movement and an armed rebellion. As a subversive movement, we seek to infiltrate and educate the public, informing the general populace that an alternative to the WEC regime exists, and that it is within the power of the people to reach out and take it.

As a rebellion we make armed surgical strikes against the most important and vulnerable bastions of WEC social and military power. Because the physical and personnel resources of the WEC are vastly greater than our own, we rely on guerrilla tactics, taking full advantage of the element of surprise by maintaining a cloak of absolute secrecy over our operations.

Why do we fight?

The World Economic Consortium is a failed experiment built upon a deliberate lie. It is a corrupt and tyrannical regime sustained only through ruthless oppression of the common citizen. Its promises of equality and prosperity are hollow mockeries, except for the tiny privileged cabal of the elite.

The Resistance advocates the institution of an enlightened and progressive government based on the principles of constitutional democracy, individual rights and free enterprise. Don't be surprised if some of these terms seem unfamiliar to you. The WEC has labored for decades to suppress these ancient and proven governmental ideals. Now that you're a full agent of the Resistance, you'll be educated in real history and social science – not just the lies and propaganda that pass for education in the WEC schools.

What are my duties to the Resistance?

As an agent of the Resistance, your most fundamental duty is to do anything necessary to advance the ideals of the Resistance, and further the cause of Revolution.

Your first duty to the Resistance, at all times, is absolute secrecy. Never discuss Resistance business in public, unless at a specific time and location that your leadership has pre-cleared as a secure area. Even in private, avoid casual discussion of Resistance business. Always assume that the nearest person is a WEC agent or sympathizer, and the nearest object conceals a WEC microphone.

Even if talking with someone you know to be loyal to the Resistance, in a secure area, keep your discussions of Resistance operations on a strict "need to know" basis. This is for the protection of both yourself and your Resistance comrades. If an agent of the Resistance is captured and subjected to WEC interrogation, he should not be able to reveal anything about any operation he was not directly involved in. Remember, if you are ever taken alive by the WEC, you will tell everything you know — no agent is ever "tough" enough to resist WEC interrogation techniques.

Do not, under any circumstances, attempt to recruit anyone else into the Resistance. If you know someone who seems to be sympathetic to our cause, report that individual to your leaders. He or she will be evaluated and approached by Resistance recruitment specialists. The Resistance is not the only side in this war with secret agents, and Security Cartel spooks are always on the lookout to gain the trust of some overly-optimistic agent.

Obedience and discipline are the duty of every agent. You must be willing to follow the orders of your leaders to the letter and without question. You must also resist the temptation to take direct action against the WEC without first clearing that action with your leaders. Such rogue activity can seriously threaten your own safety, the security of the local Resistance forces, and possibly even long-term Resistance operations of which you have no knowledge.

Finally, while the Resistance seeks to avoid all unnecessary violence against innocents, the WEC thugs have no such scruples. It is expected that all Resistance operatives will be willing to give up their own lives in the pursuit of the cause, but you must also realize that if the WEC comes to know or suspect your identity, they will not hesitate to harass, torture or kill your friends and loved ones to pressure you into surrendering yourself or betraying the Resistance. This is the greatest sacrifice any agent is ever asked to make, but all agents must resign themselves to such possibilities.

BASE S.O.P.

The first thing to remember is that your own life, and the success of our mission, is entirely in your hands. There are spots where this base is literally only centimeters away from discovery by the WEC. Our only hope for survival and success rests with everybody on the base keeping security foremost on their minds every moment of every day. There can be, and there will be, no tolerance whatsoever for any compromise or carelessness when it comes to questions of base security.

Avoid loud noises at all times. Excessive noise is grounds for disciplinary action. General cleanliness and sanitation is not just a matter of good discipline and good health, but a security concern as well. An infestation of vermin, or even an unusual odor, could draw the attention of the WEC to this facility. This applies equally to pleasant and unpleasant odors, therefore cooking is strictly prohibited except in designated kitchen areas. If an area is marked as a "light security area," bright lights are strictly forbidden in that area, and whenever possible it should be left with no artificial light whatsoever.

No personnel are to leave the base at any time for any reason except on official missions. There are no passes, and all time off must be spent on base. Command recognizes that this enforced isolation poses unique problems of morale and readiness. However you have all been chosen for your discipline and mental toughness, and you are expected to bear up under these pressures and not let them interfere with your duties.

All breeches of base security protocols will be reported directly to the CO, or to an officer directly appointed by the CO to receive such reports. Such breeches will be punished based on their nature and the degree of danger they represent to the installation.

DISCIPLINE AND MILITARY JUSTICE

This unit is considered to be under battlefield conditions at all times. This means that the NCOs and officers have broad discretion in matters of discipline and military justice, including the powers to restrict privileges and impose extra duty.

The base commander has, in addition, the power to order summary execution. Remember, there are no dishonorable discharges in the Resistance. Any personnel found to represent an incorrigible risk to the security or mission of this unit or the Resistance at large will be shot! Capital crimes include murder, rape, assault with intent to harm or kill, and all counter-revolutionary activities, including espionage, profiteering, looting, desertion and sabotage.

It is the duty of any Resistance soldier on this Installation, regard-

less of rank or position, to arrest and detain any officer or enlisted personnel whom he has probable cause to suspect of counter-revolutionary activity, or any activity that presents a hazard to base security. (Note, however, that any spurious exercise of this authority is itself cause for disciplinary action.) Officers and enlisted personnel under arrest may be restrained or held at gun-point until command personnel can be summoned, but should otherwise continue to be treated with all military courtesy normally due their rank, until their case has been decided.

RECREATION AND COMMERCE

Because of the highly dangerous and isolated nature of duty at this Installation, the Resistance provides recreational facilities on-base. These areas exist for your benefit, and it is up to you to treat them with respect and maintain them in good order. As previously noted, excessive noise or mess is not only a detriment to morale and discipline, but a direct threat to base security, and will be treated as such. Any deliberate vandalism of recreational facilities will be grounds for corporal punishment.

Recreational gambling among base personnel is permitted, but officers and NCOs are authorized to curtail any such activity which they believe may present a threat to morale or discipline. Any cheating will be regarded as theft, and treated accordingly.

Any attempt to construct a device for the production of distilled spirits is strictly forbidden. Such devices represent a hazard to health, discipline and base security through fumes, explosions and poisoned or intoxicated personnel. Any attempt to construct such a device will be grounds for corporal punishment.

Provisions and equipment for this base are provided by civilians sympathetic to the Resistance, who provide such services at great personal risk. Whenever possible these provisions include luxury items for the benefit of morale, such as recreational equipment, games and reading material, special foodstuffs and beverages. These items are available because somebody is risking their life to provide them — base personnel are expected not to complain if the beverage dispenser sits empty for a couple of days, or the latest issue of their favorite magazine doesn't show up.

In addition, the Resistance sometimes allows base provisioners to offer certain items (including non-standard munitions and luxury items) directly to the troops in return for financial considerations. These items are to be offered for fair market value, plus a reasonable profit and consideration for the risk involved in obtaining the product. Any suspected incidents of price-gouging on the part of independent suppliers should be reported to the chain of command.

STANDARD ARMAMENT

The weapons below are not only the ones we use, they're the ones that will be used against us by the enemy. Every soldier in this unit is expected to know the appearance and capabilities of all the arms and equipment listed below.

This information is taken from the 2195 edition of The Security Cartel Guide to Standard Arms and Equipment.

Projectile Weapons

Clip

BA-40 "Patriot" Semiautomatic Pistol

Loaded Weight: 0.95 kilos Effective Range: 30 meters

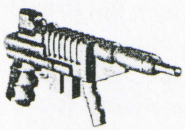
The BA-40 is the standard-issue sidearm for all WEC armed services. Constructed of ballistic-grade plastics and non-ferrous alloys, it fires a caseless .40 shell and normally mounts a 20-round internal magazine.

BA-41 "Peacemaker" Semiautomatic Pistol

Loaded Weight: 1.2 kilos (standard magazine)

Effective Range: 30 meters (single shot) / 15 meters

The BA-41 is a variant on the BA-40 which is pre-set to release its ammo in two-round bursts, for increased damage potential. It can use either a standard BA-40 20-round magazine or a 30-round banana clip. Its typical applications include bodyguard duty, infiltration missions and perimeter defense.



RP-22 "Conciliator" Rifle .30

Loaded Weight: 2.4 kilos Effective Range: 75 meters

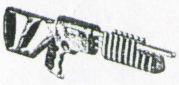
The RP-22 semi-automatic rifle is issued to Security Cartel police units and sometimes civilian conscripts. It is often issued to sensitive installations to be stored for emergency site defense, and is quite popular among civilian sportsmen. It can be fitted with optical or electronic sights, which increases its effective range to about 200 meters. It's constructed entirely of ballistic-grade plastics, and fires a frictionless, caseless .30 round. It normally mounts a 60-round magazine, and is preset to fire in 2-round bursts. Standard options include shoulder sling and bipod-mount.

RP-32 "Pacifist" Semiautomatic Assault Rifle .30

Loaded Weight: 2.4 kilos

Effective Range: 75 meters (single shot), 25 meters (autofire)

The standard infantry weapon for all WEC military forces, the RP-32 is virtually identical to the RP-22, except that it fires in three-round, rather than two-round bursts.

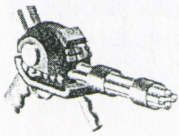


Clip

SG-A1 "Conformer" Shotgun

Loaded weight: 3.1 kilos Effective Range: 20 meters

This deadly anti-personnel weapon is standard issue for riot control and urban security units. It fires a 13-gram fragmenting shell, and carries a 12-round magazine.



AC-88 "Reaper" Riot Gun

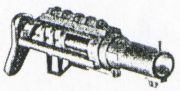
Loaded Weight: 3.25 kilos Effective Range: 20 meters

One of the most devastating anti-personnel weapons in the WEC arsenal, the AC-88 is a variation on the SG-A1 with an improved semiautomatic action that allows it to be fired at more than twice the rate of the SG-A1.

SW-404 "Spitfire" AP-MRL

Loaded Weight: 3.25 kilos Effective Range: 1,200 meters

The unique round fired by the SW-404 Anti-Personnel Multiple Rocket Launcher is a low-power canister shell that, immediately after discharge, ablates to release three self-propelled micro-missile rounds which take off from their point of origin in a "fan" formation encompassing an arc of roughly 45 degrees. The canister round for the Spitfire is nine cm long and 6.3 cm in diameter, and the individual micro-missiles are 5 cm long with a diameter of 3 cm. The magazine can hold up to 8 rounds. This experimental weapon is not yet in general use, but is designed for anti-sniper, anti-siege and recon-by-fire applications.



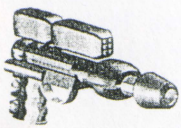
GL-303 Grenade Launcher

Loaded weight: 4 kilos Effective Range: 50 meters

A GL-303 is carried by at least one member of every WEC fire team, and is also used extensively by police and anti-terrorist units. The normal Consortium anti-personnel load for this weapon is a grenade that combines concussion damage with limited incendiary capabilities. Standard grenade rounds are streamlined, 9.2 centimeter plastic projectiles weighing 102 to 144 grams. The GL-303 mounts an internal, 10-grenade magazine.

Energy Weapons

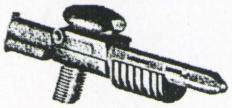
All energy weapons must be powered by an external battery or similar power supply.



PA-21 "Arbitrator" Laser Pistol

Weight: 1.2 kilos Effective Range (braced): 50 meters

This energy sidearm is normally issued to officers and senior NCOs in "lightning teams," and also used for special missions and sometimes for installation defense. It fires a single pulsed varicolor laser beam.

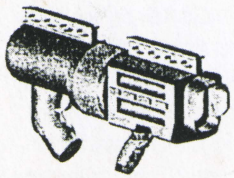


PA-31 "Adjudicator" Laser Rifle

Weight: 2.22 kilos

Effective Range: 50 meters

At least one trooper in every WEC infantry squad is designated the "lightning rod," and carries this weapon. In addition, the WEC maintains special-forces "lightning teams" where all the troops carry PA-31s as their standard arm. These "lightning teams" are used for anti-armor, attacks on armored emplacements, and special missions. This weapon is particularly effective against robots and ambulatory weapons platforms. Its beam is identical to that of the PA-21, but its improved action allows it to be fired approximately five times for every three shots from a PA-21.



PL-1 "Unifier" Plasma Rifle

Weight: 3.7 kilos

Effective Range: 40 meters

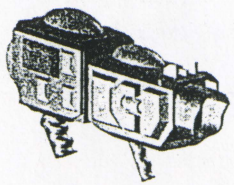
The PL-1 is the WEC's only plasma-based rifle. It fires a pulse of superheated plasma along a condensed magnetic field. A direct hit from a PL-1 is capable of literally disintegrating a non-shielded human target, leaving behind only a small scattering of carbonized residue. Its incendiary capabilities also make it extremely effective against vehicles and servomechs. This fully-automatic weapon is capable of firing up to six bursts per second. It is normally used for military commando operations and police SWAT teams.

EM-4 "Vortex" Electromagnetic Pulse Rifle

Loaded Weight: 4.4 Kilos

Effective Range: 150 meters

Designed as an anti-servomech weapon, the EM-4 does only limited damage against human soldiers. It fires a concentrated electromagnetic pulse, which interferes with the guidance mechanisms of all standard servomechs, temporarily nullifying their offensive capability. Against humans, the electromagnetic charge does limited damage by inflicting low-grade burns. EM-4s are kept stockpiled for use in the event that they become necessary for anti-servomech operations.



UV-9 "Pulsar" Ultraviolet Rifle

Weight: 5.7 kilos

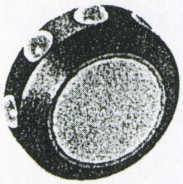
Effective Range: 50 meters

Still in development, the UV-9 is the single most destructive non-mounted, single-user firearm ever developed by humanity. It generates and fires a pulse of concentrated ultraviolet energy. This charge has an extreme incendiary effect on any substance it impacts, and is capable of literally burning all the flesh and organs from an unarmored human target. At present, the UV-9 is not standard issue for any regular WEC forces, although field trials have been conducted by experimental heavy-weapons units.

Demolition

Detpac

The standard-issue WEC military satchel charge, the detpac is a two-piece unit consisting of the actual explosive and a hand-held radio remote control detonator. The range of a detpac is quite limited– it must be detonated from no more than 50 meters away in open terrain, considerably nearer than that in doors or in rough or heavily-forested areas. It weighs slightly less than 1 kilo.



Limpet Mine

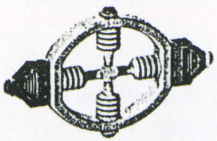
A limpet mine can be affixed (via electrostatic charge) to any reasonably flat, firm surface. Once placed and activated it will detonate when any moving object approaches within about 1/2 meter (there is a built-in three second delay after activation to allow the placer to get out of range). Limpet mines are used for territory denial in areas where it is not practical to place larger mines, or when time does not permit the use of more permanent mines. Extremely small and light (less than 0.3 kilos) a single soldier can carry several limpet mines, even on a light patrol.

Spider Bomb

This ambulatory munition can be released by a soldier from concealment, and literally walks on mechanical legs to the point of detonation, guided by a hand-held joystick unit.

Other Equipment

Shields and other energy defenses must, like energy weapons, run off of an external battery.

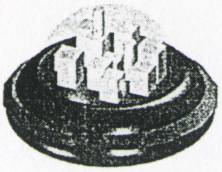


Ionic Shield

This personal shield generator surrounds the wearer in a protective sphere of highly energized electrons capable of absorbing the kinetic energy of ballistic projectiles, greatly reducing their lethality. The ionic shield is often used by police and riot-control units. It weighs 1.2 kilos and can be belt or shoulder mounted.

Plasma Shield

This shield surrounds the user in a sphere of plasma, which reduces the energy of ballistic projectiles more efficiently than the ionic shield, and also provides an effective reduction of the destructive potential of energy weapons. The plasma shield weighs 3.3 kilos and is either worn in a web-harness or built into a rigid armor suit.

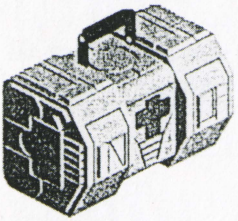


Graviton Shield

The highly experimental graviton shield surrounds the wearer in what is, essentially, a localized space-time distortion. No known kinetic or electromagnetic force short of the megaton range can penetrate this field. Unfortunately, the expense and extreme power drain of this shield makes it impractical for general issue at this time. It is only used for VIP protection and special missions. It weighs 5 kilos and is built into a special vest (which can be worn beneath normal business clothes) or into rigid armor.

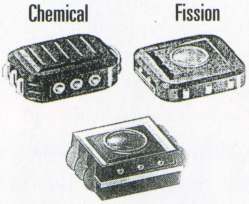
EMP Inhibitor

This defensive weapon is capable of emitting a tuned, high-powered electro-magnetic pulse which will temporarily cause all standard-model servomechs to cease to function. Due to its extreme power requirements, use of this defense must normally be strictly regulated under battlefield conditions. It's usually used for infiltration, sabotage and other commando-style operations. It weighs 0.7 kilos.



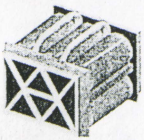
Medikit

The medikit is a one-use, electronic field dressing. Upon application it seals wounds and injects anesthetics, stimulants, antibiotics and anti-shock medications, and is also effective at countering the effects of several common respiratory and contact toxins. Its effect is not so much to heal the user, as to keep him alert and functioning until he can accomplish his mission and get medical attention. Because of the radical nature of Medikit treatment, there is the potential for long-term side effects or delayed reactions. Therefore, use of the medikit is recommended only in hazardous conditions, when under imminent threat of loss of life or consciousness. It weighs 0.4 kilos and can be carried in a belt pouch. Each Medikit carries its own internal power cell, and it does not need to be linked to an external power supply.



Batteries and Power Cells

A battery or other personal power supply is necessary to run shields and energy weapons. There are three types of portable, rechargeable battery currently available, the chemical, fission (about twice the capacity of a chemical battery) and fusion (about twice the capacity of the fission battery). Multiple devices (i.e., a shield, an inhibitor and an energy weapon, for example) can all be run off the same battery. Most batteries weigh about one kilo.



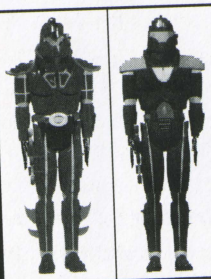
Power cells are disposable, non-rechargeable energy storage units. Equipment cannot run directly off a power cell, but they can be used to recharge a battery when its reserves are starting to get low. Power cells initiate a catalytic reaction in a battery that will cause any given battery type to recharge about 1/3 of its total storage capacity.

OPFOR PERSONNEL

Not all WEC troops are created equal. This chart shows some typical WEC armed personnel, with notes about their armament and general capabilities.

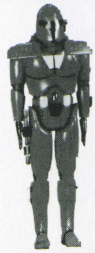
Guard. This is a civilian armed guard. He's probably poorly-trained and even less motivated. He typically carries a BA-40 pistol, or sometimes a BA-41.

Soldier. The average WEC soldier on guard duty is issued a BA-41 or sometimes a PA-21 laser. He's not incredibly well trained, but will usually defend his position according to SOP.



Special Forces. The WEC employs several distinct varieties of special forces unit. He's probably carrying an AR-7 or a PA-21, but some elite units will deploy with PA-31s or even PL-1s as their standard arms. In addition, his combat uniform includes built-in nuclear-biological-chemical protection. Special forces troops are highly trained and motivated.

Enforcer. The cream of the WEC's conventional forces. He's often encountered using a PL-1 or even an AC-88, and always wears a plasma shield and NBC gear. Extremely deadly alone or in a group, in any environment.



Silencer. Definitely not conventional forces — a killing machine trained to be the ultimate soldier. Silencers are given complete freedom to choose their own weapons and equipment, but can always be recognized by their unique uniform of rigid plastic-armor plates.

Solo Operations

By Sgt. Shannon Brooks

When most people think about military operations they think of tanks rolling down the road, bombs bursting in air, cavalry charges and all that other iffie crap. Well I'm here to tell you that that's not how we do things in my Resistance.

I'm writing this so you new recruits have some idea what it's like in the field, and so you Consortium defectors get some idea of the difference between what you're used to and guerrilla-style operations. Of course, there's no way you'll ever really know what it's like until you actually hear a WEC bullet whistle past your ear, but before that happens, it's a good idea to get acquainted with some general principles. That's what this manual is for.

This is a commando unit using guerrilla tactics. Any soldier needs to be an effective part of a team, but a guerrilla also has to be able to function effectively solo. The secret to survival on a solo mission is to think globally — you have to be alert in 360 degrees and three dimensions, because nobody's watching your back. Battlefields are noisy places by nature, but that just means you have to make even more of an effort to

sort out the noises that come from outside of your line of sight. Watch for shadows that don't belong — I've caught more than one would-be sniper or ambusher who hid his body but forgot about his shadow. Use all your senses — a stray whiff of powder or ozone can tip you off to a concealed enemy.

Guerrillas don't engage the enemy on an open field. Traditionally, we crawl across the open field on our belly until we get behind the enemy lines, then we engage him in his own trenches, camp or base. Today, our methods of getting behind the enemy are usually more sophisticated than the good old-fashioned low crawl, but the same basic principle applies. We're not interested in "fair fights." We want the enemy dead before he even knows we're there. If you see an enemy between you and your mission objective, take him out as quickly, quietly and thoroughly as possible.

When you enter a room, always take out the cameras first. It takes the cameras a couple of seconds to lock on to you, and if you get it before it spots you, it won't have time to set off an alarm or even take your picture. Also keep moving when you enter a room with cameras (it takes longer for the camera to lock on a moving target). A lot of Consortium electronic security gizmos are actually pretty stupid if you know what to do. Electric eyes are a good example—they're small, but easy to spot once you learn what to look for. Wall guns are dangerous, but not smart. I've been able to take out a pursuing enemy by tripping an electric trigger at the right time and place for the wall guns to target him and not me. This is a dangerous tactic, and not recommended when other options are available, but it can be done.

Once a room is secure, always look for an active data monitor. Lots of people leave themselves logged into a terminal all the time, and once they're out of the way it's easy to use their access to get useful information like door pass codes and valuable intelligence.

Always focus on your mission objectives. You want to get in, do the job and get out with the minimum possible wasted effort. If the enemy isn't in your way, don't waste time taking him out just because you don't like the Consortium — corpses attract attention. You want to be as close as possible to your final objective before you initiate hostilities — and if initiating hostilities is not itself part of the objective, you don't want to open fire at all unless you have to. If your mission is to download a file from a data terminal or rescue a prisoner, then that's what you want to accomplish — you don't need to worry about blowing up the building or killing all the guards, unless you have to in order to complete your real mission.

On a commando mission, there are no lines of supply. What you have in your hands when you go in has to be enough to accomplish your mission, then get you back out again. Making sure this is the case is called RESOURCE MANAGEMENT, and it's the most important thing a guerrilla has to know. Don't waste precious ammo blasting through a door that you can get through some other way. Not only is that a waste of ammo, but you never can tell who you're alerting to your presence on the other side. On the other hand, sometimes time is more precious than ammo, and if blasting the door is the quickest way to the other side, that's what you need to do. Knowing which response is appropriate is the difference between the two kinds of guerrilla — the fighting kind, and the dead kind.

But even if you can't get resupplied by your own unit, you can still get resupplied by the enemy, if you keep your eyes open. We use WEC weapons just like our enemy does. If you're getting low on ammo, check to see if an enemy casualty can give you what you need. Look for weapons lockers or research labs where they might store weapons better than the stuff they hand out to the grunts. The other side of this is don't get greedy — don't grab so many battlefield goodies that you start weigh-

ing yourself down or the equipment gets in your way. When you're scavenging, don't let it distract you from the approach of new enemies, or delay you from completing your mission objective. The purpose of battlefield scavenging is to get you to your objective and out, not to create a nest-egg for the future.

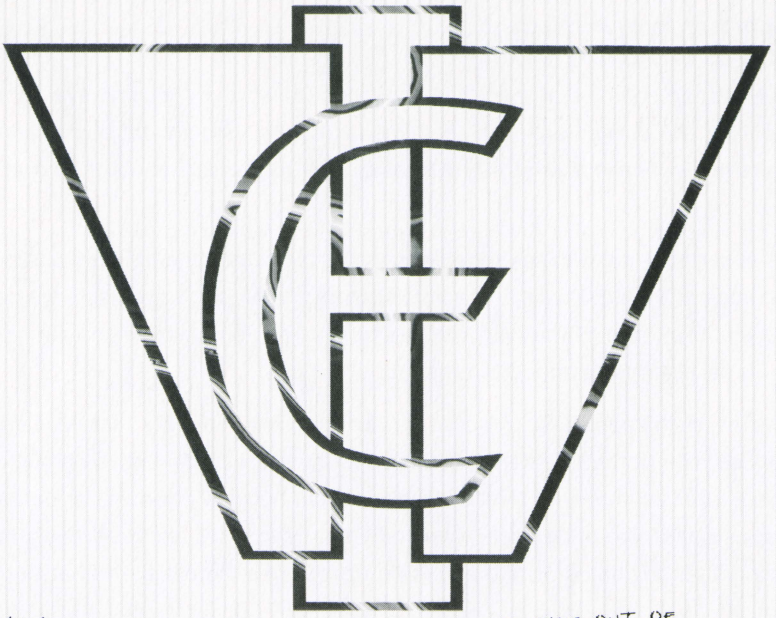
Shields are wonderful things, but in high-tech environments they can bite back. Some high-power equipment can trigger a power-spike when it comes into contact with a shield that will leave your shield (or you) fried. That's why you might want to think twice before poking around in a room with industrial equipment when your shield's on.

I have a sign hanging over my bunk. It says, "There are very few problems that can't be solved by an appropriate application of high explosives." If you can't take a fire team in with you for back-up, the next best thing is a good supply of demolition equipment. It's always a good idea to carry a detpac or two, for those times when you need to get through a door real fast. They also make good instant ambushes (drop a 'pac by the door, duck around a corner, wait until the enemy comes through and hit it. Limpet mines are handy any time, but my favorite place for them is right next to a teleport pad that might be bringing in some enemy reinforcements (just make sure it's not a pad you might need to extract yourself (that could become an embarrassing situation). Spider mines are great for ambushing ambushers. If you spot a bunch of enemy waiting for you around the corner, and they don't spot you, send Citizen Spidy over to say "Hi."

Don't ever pass up a chance to bring an Inhibitor along when you might be going up against servomechs. But if you are carrying an Inhibitor make sure you've got a nice heavy projectile weapon on you. Inhibitors burn up so much battery juice that you might find yourself with no charge left to zap the servomech you just scrambled. Personally, I always like to watch what a Reaper does to a confused servomech.

The fundamental difference between a commando and a regular soldier is that the soldier carries a weapon and fights with it. The commando takes his whole environment and turns it into a weapon. You have to be aware of your environment not just because it can be dangerous to you, but also because you're looking for ways to make it dangerous for the enemy. Suppose you detect an enemy booby-trap. Do you really want to disarm or destroy it? Maybe you do, if you have buddies behind you, or if it's a hazard to your escape route, or if that's the only way to get past it. On the other hand, maybe there's some way to quickly and effectively modify the trap so that it's now a threat to the enemy rather than to you. Or suppose you're being pinned down by two enemies concealed behind chemical storage drums. Ask yourself what's in those drums. Is it something that would go up if you shot it or dropped a grenade next to it? (Of course, you also want to consider whether you're far enough from the blast to avoid getting caught yourself.) If you're pinned down in an industrial or lab area, look around for valves, panels or switches. Maybe they do something that will take the enemy by surprise and return the advantage to you. I was once pinned down by three enforcers with assault weapons and all I had was an empty handgun. I twisted a little valve near my head and when I looked up the bad-guys were boiled like lobsters from the super-heated steam I'd zapped them with.

We're engaged in a tough, dirty war with an enemy that can outgun us, outnumber us, and outspend us. That enemy doesn't just want to beat us, it wants to exterminate us. The only advantage we have is our wits, allowing us to turn the very strengths of the enemy against him. Learning to make the best use of that secret weapon — your brain — is the only way we have any hope of surviving and winning this war, as an individual, as a unit, or as a movement.



CAPTAIN,
REAVES, THE TECH FOR YOUR NEW UNIT, HACKED THIS OUT OF SECCARTNET A FEW WEEKS AGO AND PASSED IT ALONG TO ME. I'VE BEEN MAKING SOME NOTES RE. HOW THIS INFORMATION IMPACTS OUR MISSION. PLEASE READ IT THROUGH AND GET BACK TO ME AT YOUR EARLIEST CONVENIENCE WITH ANY INSIGHTS YOU MIGHT HAVE.

ANTI-TERRORIST SITE SECURITY

A SECURITY CARTEL PUBLICATION
#SC-41P-904R
NOT FOR PUBLIC DISTRIBUTION

AUTHORIZED ACCESS RESTRICTED TO SECURITY CARTEL PERSONNEL AND WEC SITE ADMINISTRATORS

INTRODUCTION

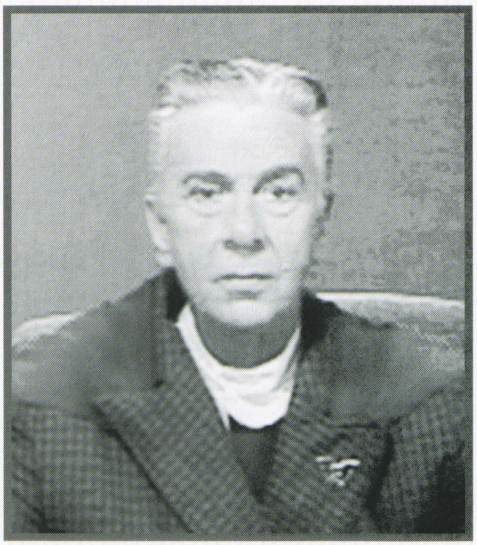
Today, as the enemies of the World Economic Consortium become ever more organized and dangerous, it has become increasingly incumbent on the administrators of key financial or strategic sites to look to the security of their own facilities.

This is certainly not a case of the Security Cartel or the other military and police resources of the WEC telling its administrators, "Look out for yourself, we can't help you." Far from it! The WEC pledges to bring all its resources to bear to protect its facilities from armed terrorists of all stripes.

However, such support is, by necessity, external and reactive. That is, it originates outside of the threatened facility, and therefore it can only be brought fully to bear after an imminent threat of violence has become obvious. Far better, at least as a first line of defense, is security that is internal and proactive. That is, security that originates on-site and is brought to bear before the threat becomes overt.

This document exists as an introduction, in the most general terms, to the principles of effective site security. It does not have all the answers, but it will allow site administrators to focus on the security needs of their installation, and give them a general idea where to go for more information and assistance on both internal and external security resources.

SOUND STRATEGIC THEORY... FORTUNATELY, THIS DOCTRINE SEEMS TO EXIST MORE AS AN EXCUSE FOR WEC NON-INVOLVEMENT THAN AS THE REAL CORNERSTONE OF AN EFFICIENT DEFENSE.



"Vigilance!"

— Chairman Draygan

THE ENEMY

This is by no means a comprehensive list of all possible violent threats to site security, but it does describe a few of the most prominent terrorist organizations, as well as other general categories of violent criminals that may pose a security threat to your site.

DISINFORMATION. PR RESPONSE - EMPHASIZE RESISTANCE = ORDERLY CIVILIZATION WHERE CITIZENS AND GOVERNMENT FOLLOW RULE OF LAW.

The Resistance

By far the most visible and numerous terrorist organization, as well as the best armed, trained and funded, the so-called "Resistance" offers the most effective, if perhaps not the most likely, threat to your facility. The Resistance is a revolutionary movement dedicated to the violent overthrow of the WEC and the systematic destruction of orderly, lawful civilization.

Although the Resistance terrorists display a reckless disregard for human life, they consider themselves in a war for the hearts and minds of the WEC citizens. Therefore, they seldom make direct attacks against the populace. Instead, they prefer to assault highly visible bastions of WEC authority, i.e., facilities like yours. If the assault can also impede WEC security or financial performance, so much the better.

There are two primary modes of attack used by the Resistance. The first is infiltration and sabotage, where a Resistance operative is inserted into the facility as an employee, from which position he takes whatever opportunities present themselves to impede the efficiency and morale of the site. This mode of attack is covered more fully in Security Cartel publication #SC-39P-447D, "Organizational Security and Personnel Screening."

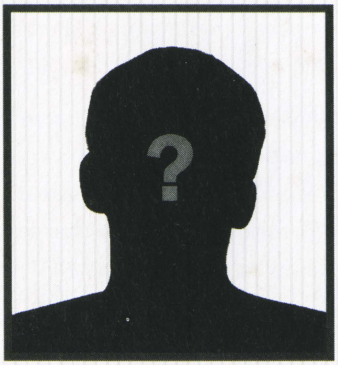
The other primary vehicle for Resistance terrorism — and the one more directly concerned with the topic of this document — is direct armed assault. The Resistance seldom attacks frontally, in large groups. Instead, it usually prefers to send in a single individual, or at most a small team, approach from hiding, and strike as quickly as possible at a single vulnerable point. Often the Resistance force's goal is the theft of sensitive information or technology, or the abduction or murder of certain key personnel. Even on such specific missions, however, the Resistance teams will always do as much general damage to the site as possible, if for no other reason than to cover their tracks and confuse pursuit.

OUR SMALL-TEAM/SOLO TACTICS ARE NOW WEC SOP.
EXPLORE POSSIBILITY OF DIVERSIONARY RAIDS-IN-FORCE TO CONFUSE THE ISSUE, FORCE WEC TO OVER-EXTEND FORCES.

Refuseniks

"Refusenik" is a general term for those radicals who reject the benefits of WEC citizenship and refuse to register their identity with the Registration Division of the Human Resources Cartel. They take this action for reasons ranging from religion to politics to a simple desire for anonymity as a cover for criminal activity. The original Refuseniks purged themselves from WEC databases or paid others to purge them, or staged their own "deaths." Today, thanks to enhanced data security, it is virtually impossible for a citizen to access and alter his own records, therefore the majority of modern refuseniks are second-generation undocumenteds.

While the notion of organized anarchists may seem nonsensical, refuseniks do tend to band together for mutual protection and support. Although less politically overt then they were a few decades ago (when they routinely organized anti-WEC riots among the populace), refuseniks can still represent a palpable threat to site security. An ongoing pattern of petty theft and vandalism at your facility is good evidence of an active refusenik group operating in the area.



INTERESTING. THAT THE WEC STILL CONSIDERS REFUSENIKS A SIGNIFICANT SECURITY RISK. EXPLORE ALLIANCE POSSIBILITIES?

Rioters

In your parents' time, riots among the general population were a fairly common occurrence. Such social upheavals were a natural by-product of the massive reforms enacted by the nascent WEC. Today, thanks to decades of prosperity and efficiency, such spontaneous violence among the people is virtually extinct.

Nonetheless, in isolated instances, it is still possible for small violent demonstrations to erupt. Such upheavals are particularly likely when a temporary downturn in social stability or economic progress leaves the general population open to propaganda from Resistance agitators. For such emergencies, the Security Cartel maintains a highly trained force of riot troops, and riot units stand ready at all times to deploy to any point on Earth within 30 minutes.

30 MIN.? IMPOSSIBLE!
UNLESS . . . ORBITAL STAGING?

Organized Crime

"Organized crime," in the sense of the vast, organized and mysterious international syndicates so beloved by the popular media, is a thing decades in the past in the WEC era.

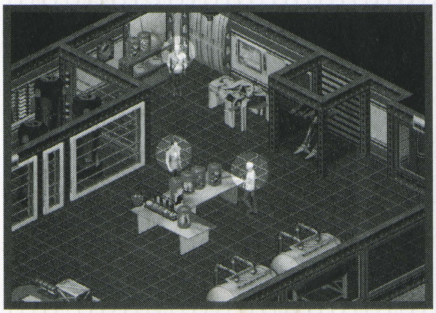
PROPAGANDA?

OR DOES SEC. CART. ACTUALLY BELIEVE THIS NONSENSE?

However, local gangs of thieves, black marketeers, or simply restless juvenile delinquents, still exist and probably always will. Depending on their resources and leadership, the danger posed by such local gangs can range from a minor annoyance to a major threat to installation security.

Disgruntled Personnel

A chronic threat to the security of WEC facilities has always been disgruntled personnel — individuals discharged, demoted, or simply passed over for advancement by their production administration. Although these individuals usually work alone, and their crimes are often a result of mental illness or the influence of controlled substances, their intimate first-hand knowledge of the facility, together with their sheer desperation, can often make them extremely dangerous to life and property. Once again, Security Cartel maintains special teams highly trained to deal with such irrational criminals with a minimum of risk to Consortium economic or human resources.



One of these scientists could be your greatest security risk.

DISGUISE SABOTAGE OPS AS "DISGRUNTLED PERSONNEL" - PROS: NO WEC RETALIATION, NO BAD PUBLICITY. CONS: NO PROPAGANDA OR MORALE BENEFITS. GOOD OPTION FOR POLITICALLY "MESSY" OPS.

Perhaps the most dangerous sort of dissatisfied worker is the highly educated academic — scientists, theorists, writers, etc. — who may harbor secret political dissatisfaction with the WEC. Unlike blue-collar workers, whose acts are usually a spontaneous expression of rage, white-collar radicals are capable of meticulously planning elaborate schemes of potentially great damage to WEC operations. For this reason, "intellectuals" must be carefully screened and monitored at all sites.

POLITICALLY DISSATISFIED INTELLECTUALS LEAD TO WEC PARANOIA, WHICH IN TURN LEADS TO MORE DISSATISFIED INTELLECTUALS. AN EXTREMELY BENEFICIAL CYCLE FOR OUR CAUSE.

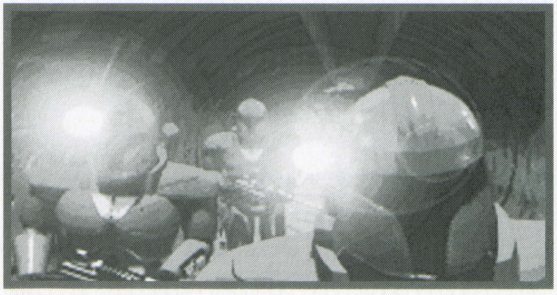
YOUR ASSETS

Although the threats to your facility's security are numerous, you also have access to the resources of the World Economic Consortium for security and protection. This section lists those WEC resources that can be brought into service to protect your site.

Security Cartel

Your first and last resort for anti-terrorist security should always be the Security Cartel branch office in your region. As a last resort, the Cartel can provide guards — or even mobilize MilOps Cartel troops — to physically protect against a known and overt threat of violence, investigators to track down and bring to justice perpetrators, and facilities to physically secure key assets and personnel deemed to be "at risk." The armed forces of the Security and MilOps Cartels, from local conscripts to the Silencer Corps itself, stand ever ready to respond to any violence or threat of violence directed against WEC assets and personnel.

Even more important, however, is the Security Cartel's function as your first resort against terrorism. Counselors at every Security Cartel office world wide are waiting to help you maximize the effectiveness of your security budget. A Security Cartel consultant should be requested any time your facility rebuilds and remodels, and your site should be inspected and reviewed for security readiness at least once a year. These inspections and consultations are not just "red tape," they're the framework around which an effective security program is built. Consulting with Security Cartel before you remodel your site or reorganize your personnel can help you keep a realistic assessment of your facility's security needs, which will not only allow you to get the best security for your situation, but will also help you avoid over-spending on unnecessary or inappropriate security resources.



MilOps troops can be your facility's best friend if trouble arises.

Local Security Organizations

Even if you don't qualify for direct assignment of Security Cartel personnel to your facility, you may still have a legitimate need for an on-site, human security presence. Because of this need, the WEC allows its citizen/partners to organize private, local security concerns. These security firms are administered through the Enterprise Cartel under Security Cartel oversight, and in most areas can provide both armed and unarmed guards for site, vehicular or personal security. CIVILIAN CONTRACTORS — POORLY TRAINED, MOTIVATED.

Another option, usually reserved for ongoing emergency conditions, is a local volunteer community watch program. Such organizations can provide effective external security for WEC facilities, particularly those with few or no access restrictions. Such community efforts should always be organized under Security Cartel oversight, and coordinated through Security Cartel facilities. Site administrators are strongly encouraged to support and cooperate with all such officially sanctioned, local volunteer security efforts. A MUCH MORE EFFECTIVE OPTION, THANKFULLY SELDOM USED. POSSIBLE EVIDENCE OF ERODING PUBLIC TRUST IN WEC?

Your Personnel

It must never be forgotten that every WEC facility has the potential for an efficient, effective, completely exclusive anti-terrorist force — its own personnel. A citizen/partner does not have to be an armed soldier to be an effective anti-terrorist asset, often it is enough to simply know where the correct alarms are located and what the proper emergency lockdown and evacuation procedures are. If every worker at a given facility can be counted on to respond to an emergency in a disciplined, efficient fashion, it will greatly reduce the threat to your resources, human and otherwise, in the event of terrorist attack.

This does not mean, however, that workers are expected to take up arms and defend themselves physically in the event of a terrorist attack. The WEC does not expect its citizen/partners to place themselves at unnecessary risk. But if every worker knows what his job is in the event of an emergency, and does that job, then the worker and the site as a whole will be safer from the terrorist threat than if an "every man for himself" mentality is allowed to flourish.

Security Cartel counselors are available, on request, to help you formulate an emergency security and evacuation plan for your site, instruct your personnel in security procedures, and conduct drills to ensure readiness.

SOUND THEORY, FORTUNATELY TRAINING IS NOT UP TO THIS STANDARD IN MOST PLACES.

PHYSICAL RESOURCES

Although the most important security resources are always human, the proper tools and materials are also essential to an effective security program. Security Cartel cooperates with the Metalworking, Cybernetics and other manufacturing and production cartels to bring you a comprehensive line of secure building materials and security equipment. Depending on the assessed risk factor of your facility, Security Cartel subsidies are available for any of the security measures listed below.

NOTE: NO MENTION WHATSOEVER OF TELEPORT PAD SECURITY. THAT WILL CHANGE...

Alarm System

It is a WEC administrative regulation that all WEC facilities have an operative alarm system that registers unauthorized access through all doors, windows and other potential points of entry. This system must both sound an audible alarm throughout the facility, and be patched in to silent alarms at the nearest Security Cartel branch office. An alarm system is budgeted for every WEC-operated site, and the system must be tested monthly by on-site personnel and inspected annually by Security Cartel consultants. Failure to maintain a security system in good order could result in administrative or even civil penalties against the site administrator.

Alarms can be triggered by hand or automatically. Automatic triggers are usually electric eyes placed to monitor doorways, halls and other primary points of access.

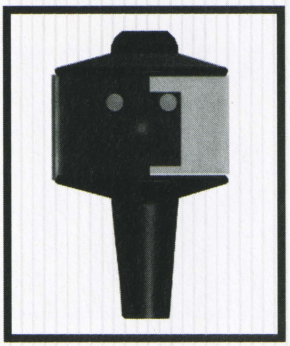
It is important not only to maintain an efficient SOP for alarms within your site, but also to coordinate appropriate response protocols with your local Security Cartel office. If alarm procedures are coordinated properly it can, for example, be arranged so that when an alarm sounds in a given area, armed Security Cartel personnel will automatically be teleported on-site. In particularly sensitive cases, MilOps cartel troops can even be teleported in if an alarm sounds.

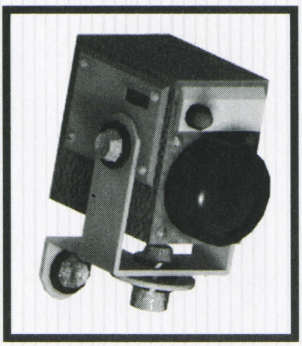
DIVERSIONARY RAIDS ON SEC. CART. OFFICES TO DIVERT REINFORCEMENTS? GOOD IDEA, NOT ENOUGH PERSONNEL.

Surveillance System

Likewise, it is an administrative regulation that every WEC site have audio/visual surveillance cameras in good working order at all times. All such cameras must be monitorable from the nearest Security Cartel office, and in addition, any facility of over 2,000 square meters or employing more than 50 workers must maintain an on-site video monitoring station monitored at least 20 hours per day. Testing and inspection procedures are as explained earlier.

The advantages of a properly maintained surveillance system are three-fold. First, it allows monitors to spot intruders and potential threats before they can initiate violence. Second, it allows incoming reinforcements to evaluate a developing situation and respond accordingly. Third, it allows investigators to evaluate an incident after the fact, to assist with the apprehension of at-large terrorists and prevent similar occurrences in the future.





The cornerstones of good site security.

Secure Data Terminals

With "data-terrorism" — the wholesale destruction or covert alteration of important computer files — on the rise, the importance of data security should be obvious to all administrators. In addition to such concerns, data security is also a key component of physical site security. An unsecured data terminal can allow terrorists unrestricted access to all areas of the facility, or even allow invaders to take control of facility defenses and turn them against the defenders. For all the above reasons it is important that WEC facilities at all levels observe strict password protocols and keep all hardware and software in good repair and up to current Security Cartel standards.

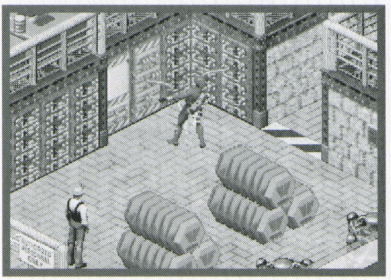
Plate Walls, Blast Doors and Force Fields

Since the dawn of history, fortification has been the cornerstone of effective site defense. This is no less true in our modern, high-tech era than it was to our ancestors millennia ago. If the enemy can't get inside your facility, he can't harm your facility.

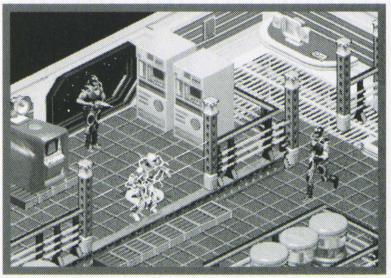
All official WEC administrative and industrial facilities are built with outer walls composed of 1/2" polymer plates capable of withstanding a direct hit from a 300 mm mortar shell. Exterior doors are made of materials identical to those used for satellite airlock doors. The net result is that even ordinary offices and factories are capable of physically withstanding any attack short of an armored assault or artillery barrage. More sensitive installations, of course, may be even more heavily armored.

EXAGGERATION. VULNERABLE TO CONCENTRATED INFANTRY ASSAULT.

Interior walls in sensitive installations may also be made out of armored materials, to allow compartmentalization and isolation of high-security areas. Interior blast doors are often installed with mechanical or electronic triggers that cause them to seal at the approach of unauthorized personnel.



Extremely sensitive areas may be sealed off by force fields, either routinely or in the event of an emergency. Although highly effective against virtually any kind of attack, the force field is not a defensive cure-all. Its primary drawback is its extreme power requirements, which make the power supply of any force field its most vulnerable point.



FF POWER SUPPLIES VULNERABLE — MAKE SURE THIS IS EMPHASIZED IN TRAINING.

WEC volunteers demonstrate the immobilizing effects of force fields

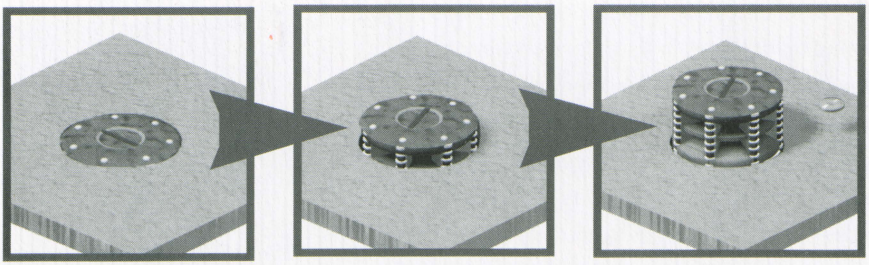
Automated Weapon Emplacements and Booby Traps

Extremely high-risk facilities may be fitted with static or automated weapons emplacements and anti-personnel booby traps. Weapons emplacements usually consist of a wall-mounted rifle with an arc of fire sealing off a key point of egress or tactical bottleneck. Various targeting systems are available, from static line-of-fire emplacements, to automatically panning turrets and cybernetically controlled auto-targeting systems with infrared imaging.

Some facilities have floor mines that can be activated in an armed assault situation. Anti-personnel mines for interior use are of two general types, standard concussion mines and "Bouncing Betties."

Concussion mines are usually triggered by direct pressure immediately above them, while Bouncing Betties can be deployed by a remote trigger. A Bouncing Betty is a concealed, spring-loaded mine flinger that, when activated, throws high-explosive micro-grenades in a pre-set radius. It is, of course, imperative that security personnel defending an installation with defensive mine emplacements know the location and pattern of all mined areas.

Automated weapons emplacements and booby traps may not be requisitioned or installed without the express, written authorization of the Security Cartel.

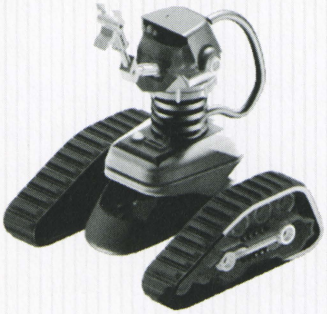


A Bouncing Betty in action.

Security Servomechs

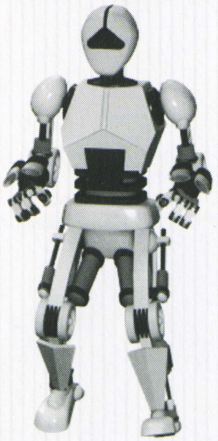
With advances in cybernetics allowing servomechanical workers to supplement human labor to an ever-increasing extent, the Security Cartel and Cybernetics Cartel have combined resources to produce a line of servomechs with integral armament and advanced security programming. At the moment there are two general maintenance servomechs with security programming available for general requisition, and two armored, anti-personnel weapons platforms available for authorized civilian use.

The oldest, but still one of the most widespread security servomechs is the MS-40, a general purpose maintenance/custodial servomech with an enhanced processor for personnel recognition and security programming, and an internally-mounted .40 pistol for site defense. The MS-40's programming is extremely basic, and its armament is very light compared to most terrorists. Although MS-40s can be an effective component in an overall defensive strategy, they are not sufficient to constitute a defense by themselves.



MS-40 — "Roaming Susan"

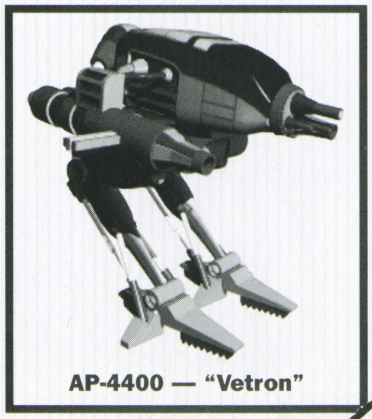
The MS-110 android is a far more advanced, humanoid variation on the MS-40. The MS-110 has one of the most advanced cybernetic "brains" ever devised for a servomech. It is capable of being programmed for complex technological and laboratory tasks in addition to its security capabilities. The MS-110 is not primarily designed as a defensive weapon — that is simply one of the many tasks it is suitable for. Due to the expense of the MS-110 and its relative offensive weakness, it is not efficient to use it primarily as a defensive asset, though it can be extremely useful in an emergency.



MS-110 — "Android"

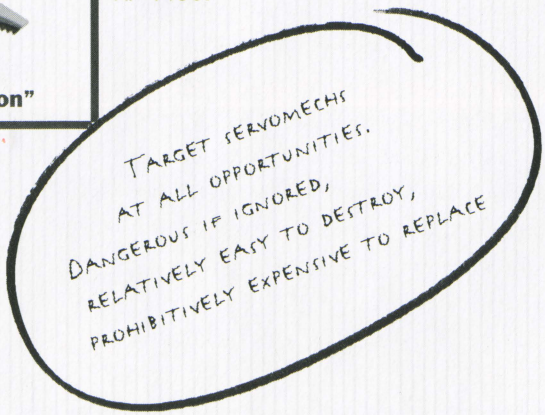
AP-4210 — "Thermatron"

The AP-4210 was the first mobile anti-personnel weapons platform authorized for civilian requisition. It is designed to mount a variety of light-to-medium armaments while maximizing mobility and combat versatility. Anti-personnel weapons platforms may only be requisitioned with direct Security Cartel authorization. Unlike the MS series, the AP servomechs are primarily designed for offensive and defensive tactics against small unit ground forces. Because there are certain limits to even the most advanced machine AI, Security Cartel recommends a balanced force of human and mechanical defenders. With that caveat, the AP-4210 and its successor, the AP-4400, are excellent cornerstones on which to build your site defense.



AP-4400 — "Vetron"

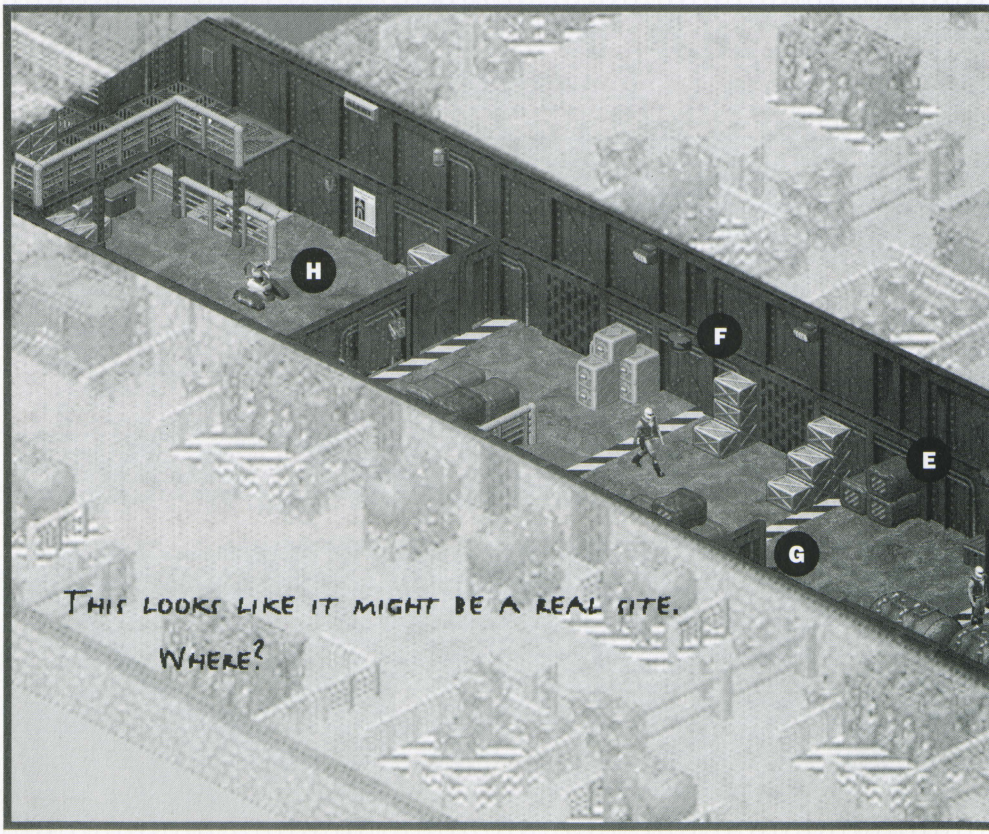
The AP-4400 is the more advanced successor to the AP-4210. It is better armored, faster, able to mount more advanced and sophisticated weapons, and has more complex and flexible programming capabilities. Over the next five years the AP-4210 will be phased out entirely and completely replaced by the AP-4400.



AN EXAMPLE

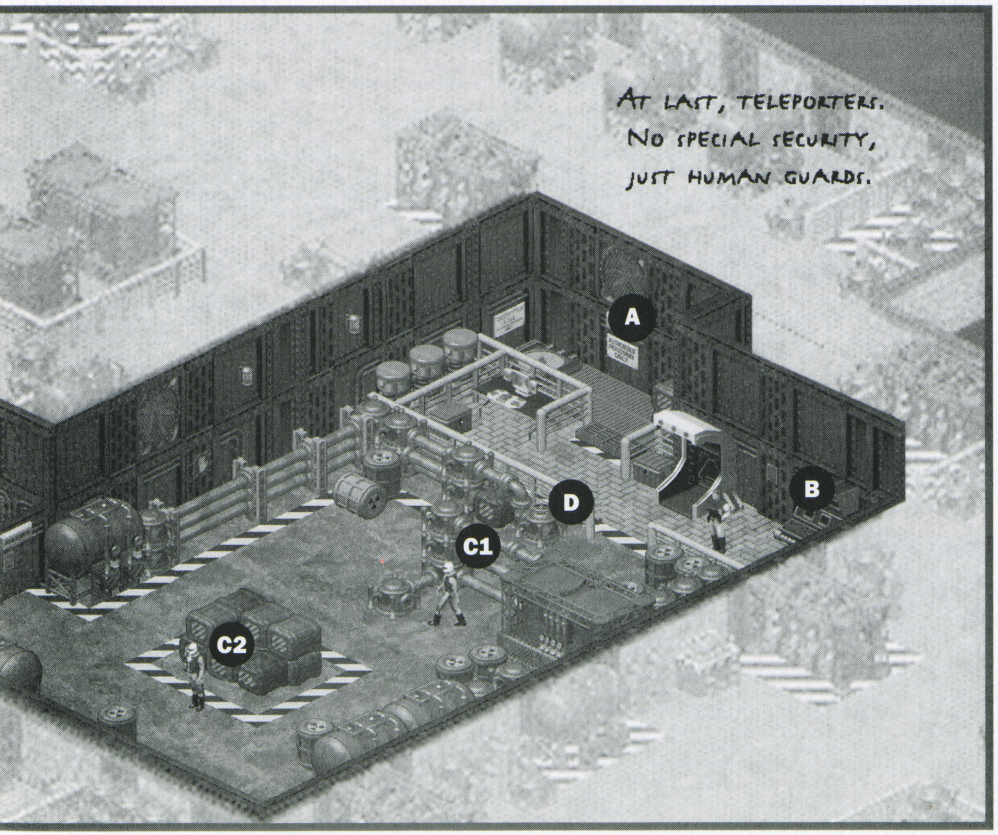
The facility depicted below is an example of effective anti-terrorist security design for a sensitive, civilian operation.

The main entrance to the area is the teleport pad at (A). The first line of defense for the area is the alarm box at (B), which is within easy reach of the teleport technician's station. There are also sentries posted at (C1) and (C2). Note the positioning of these guards — the first is posted in direct line of sight to the pad, and the second is located out of sight, but within easy hearing range of any disturbance at the pad. This means that the second sentry is in position to either move up and join his partner in defending the pad, or go after additional reinforcements, depending on the force of the attack. There's one potential hazard in this area — at (D) there's an unsecured pressure valve that can shoot hazardous chemicals, steam or even burning liquids across the room. HMMM...



The second room is a natural bottleneck to the rest of the facility. It is defended by the video camera at (E). In a state of alert, the camera will activate the concealed wall guns at (F) at the approach of anyone whose image is not recognized by the camera's imaging software. Note, however, that there is a blind spot at (G) from which a terrorist could potentially stand safely and destroy the defensive armament in the room — a second camera would be advisable.

The third room holds the access terminal which controls admission to the rest of the facility. An MS-40 servomech has been programmed to come to this area when a security alert is called, and take up a post at (H). From there it can engage any invaders that may try to approach the terminal. If the terminal is in good repair and password security has been observed, the terminal can present an effective barrier to violent intruders. If not, it's just a high-tech door knob.



SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

MAXIS, QUENTIN

(I STRONGLY SUSPECT REAVES ADDED THE MARGINAL COMMENTS BEFORE HE KNEW I'D BE GETTING THESE)

Citizen # 4R-3G9-8773-XXX

Age 57, Height 178 cm, Weight 88 kg LOOKIN' DAPPER AS USUAL, GENERAL

Brown hair, brown eyes

Wanted for: Treason, conspiracy, murder, terrorism, political agitation and related charges.

History: An Honors graduate of the MilOps Cartel Military Academy and Strategic College, Quentin Maxis attained the rank of Colonel in the WEC infantry by age 30. In November of 2181, while assigned as an instructor at the Academy, he abruptly dropped out of sight. Sixteen months later, in March of 2183, he emerged as the leader of a resurgent Resistance military force. Since then he has continued to lead the rebel military from hiding, occasionally acting as a spokesperson for the Resistance in pre-recorded messages to the WEC senate. As the most visible symbol of the Resistance, he has been Security Cartel's Public Enemy #1 since June of 2184. If Maxis can be taken alive, his knowledge would certainly provide a near-fatal blow to the Resistance effort. #1 WITH A BULLET!

Profile: Maxis is a brilliant strategist, skilled propagandist, and inspiring leader. He is absolutely sincere in his Democratic ideals, and appears devoid of personal political ambition. He has a deep-seated loathing for violence against civilians, but so far has proven completely intractable in the face of threats or retaliation against hostages or citizens.

Status: Suspect should be considered armed and dangerous, and probably travels only in the presence of several armed and dangerous companions.

REAVES GRABBED THESE AT THE SAME TIME HE HACKED THE MANUAL. SEEMS LIKE A GOOD INTRODUCTION TO SOME OF THE ACCOMPLISHMENTS OF YOUR NEW UNIT.

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SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

ELY, STEPHON

Citizen # 9A-8T99-5613-XXX

Age 40, Height 190 cm, Weight 95 kg

Black hair, black eyes

Wanted for: Treason, conspiracy, murder, terrorism, arson, kidnapping, desertion and related charges.

History: Stephon Ely gained an ROTC military commission and enlisted for active duty immediately after college. He served in a Special Forces mechanized infantry battalion, first as a platoon leader, then as a staff officer. Other than the fact of qualifying for Special Forces duty itself, his career was undistinguished. In 2189, then-Captain Ely's chances for further advancement were shattered when he was reprimanded for questioning his C.O.'s orders during routine riot-control operation. Six months later he left on a two-week leave and never returned.

Ely's history since his disappearance is fragmentary, but he is known to have joined the Resistance, where he attained the post of unit commander and the rank of Major. FORGOT TO SEND OUT THAT PRESS RELEASE ABOUT HIS PROMOTION.

SAY IT AIN'T SO, SIR!

Profile: Although the record of Ely's criminal activity is fragmentary, circumstantial evidence suggests he has developed a previously unsuspected aptitude for commando operations in the Resistance. The very fact of his obscurity testifies to his efficiency as a guerrilla. Ely is a solitary, unassuming individual on the surface. It is unknown to what extent his decision to rebel was based on genuine political conviction, and to what extent it was due to thwarted ambition.

Status: Suspect should be considered armed and dangerous.

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SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

VARGAS, JO ANNE

YES SIR, A FINE OFFICER!

Citizen # 4V-9G31-4556-XXX

Age 32, Height 173 cm, Weight 56 kg

Dark brown hair, hazel eyes

Wanted for: Treason, conspiracy, political agitation.

History: Jo Anne Vargas was at one time one of the Communications Cartel's most promising young public relations specialists. She has undergraduate degrees in literature and art, masters degrees in communications and marketing, and a Ph.D. in socio-economics. In 2192 she resigned her executive position in the cartel and announced she was taking an unpaid leave of absence of unspecified duration. A few days later she dropped out of sight entirely. She is believed to have joined the Resistance and is probably on the personal staff of Quentin Maxis (q.v.). Psycho-textual analysts report a high probability that Vargas was the author or co-author of several important recent Resistance manifestos and announcements.

Profile: Vargas is an extremely proficient communicator and motivator. She is highly goal-oriented and hates to lose. Extremely focused, her personal commitment to any task she undertakes is outstanding. Although lacking formal military training, she is certainly capable of physical violence if she believes it's necessary to achieve her goals.

Status: Suspect may be armed.

WELL, I THINK SHE'S DANGEROUS

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SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

BROOKS, SHANNON

Citizen # 2N-9U3-2214-DXX

Age 28, Height 168 cm, Weight 54 kg

Brown hair, hazel eyes

Wanted for: Treason, murder, terrorism, arson, assault, kidnapping, grand larceny.

History: Shannon Brooks is a second-generation rebel. Her parents joined the Resistance shortly after her birth, in the wake of the '60s food crisis. They were killed during the Petra Insurrection of '92. Both were members of the central committee of Petra's "provisional government" at the time of their deaths.

When Quentin Maxis (q.v.) revitalized the military arm of the Resistance in the early '80s, Brooks rapidly emerged as an extremely active and efficient terrorist operative. She is known to have been involved in the sabotaging of the supertanker *Cordelia* in '84, and to have led the force that destroyed the Osaka chemical plant in '92.

Profile: Although Brooks was never submitted for formal psychological profiling, second-hand evidence suggests that she is a classic fanatic, with a passionate and personal hatred for the WEC and all its agents. She probably feels morally superior to her comrades who are Consortium defectors, and she may exhibit symptoms of paranoia. Although she never entered the WEC school system, her record shows that she is highly intelligent, and she is very likely to have received an excellent, if unofficial, education at the hands of the Resistance.

Status: Suspect should be considered armed and extremely dangerous.
TERMINATE WITH EXTREME PREJUDICE.

AWRIGHT, SGT. BROOKS! EVEN THE OLD MAN DIDN'T GET AN EP FLAG!

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SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

REAVES, TROY

Citizen # 7B-8Y21-5489-XXX

Age 26, Height 180 cm, Weight 80 kg

Brown hair, blue eyes

Wanted for: Treason, data terrorism, unauthorized access to secured nets, fraud, extortion, grand larceny.

HMM ...WONDER WHAT THAT'S FOR?

History: Troy Reaves has been a computer hacker for his entire life, spending his adolescence at the Dormitory for Incorrigible Youth at the Information Cartel Technical Institute. Although his technical aptitude was prodigious, all attempts to turn his skills to more responsible channels failed. In the end he was discharged from the Information Cartel and assigned to Maintenance Cartel as a sanitation worker. He vanished from Maintenance Cartel training after less than a week and is believed to have joined the Resistance. His precise activities are unknown.

NAH, I'M JUST COMMITTED

Profile: Reaves is an obsessive/compulsive with a fascination for computers. There's a strong likelihood that he is continuing personal, "recreational" hacking in addition to his Resistance assignments.

YOU BETTER BELIEVE IT!

Status: Upon apprehension, suspect should be kept completely isolated from all access to data terminals or electronic equipment of any kind.

NO ARMED AND DANGEROUS?
I NEED TO GO HIT THE FIRING RANGE

AH, THE DEAR OLD DIY
A SENTIMENTAL TEAR FALLS

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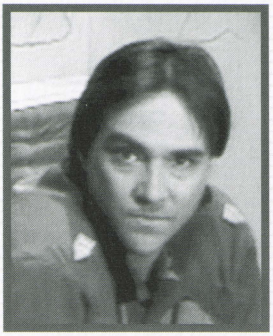
SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

CARDOVA, NICHOLAS



Citizen # 6Y-5B52-4589-XXX

Age 32, Height 173 cm, Weight 90 kg

Brown hair, brown eyes

Wanted for: Treason, terrorism, assault, kidnapping, political agitation.

History: A life-long malcontent, Nicholas Cardova displayed radical tendencies as far back as grammar school. His college career (majoring in political science) was interrupted his sophomore year by a three-year sentence for disseminating anti-Consortium propaganda. Immediately after his release he was apparently recruited by the Resistance and went underground, where he has remained for most of the last decade. He has been photographed participating in one terrorist attack and reliably reported at several others.

Profile: Cardova has a truculent disposition, poor impulse control and a violent temper. His chronic aversion to authority of any kind may make him as much a liability to his allies as he is to the Consortium.

YEAH, BUT WE LOVE HIM ANYWAY.

Status: Suspect should be considered armed and extremely dangerous.

YOU WISH, YO-YO

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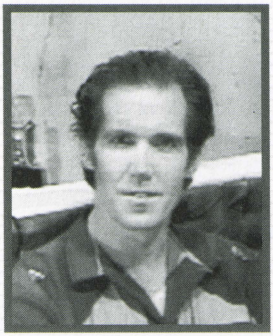
SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

ANDREWS, DERRICK



Citizen # 46-9L22-1677-XXX

Age 38, Height 188 cm, Weight 84 kg

Brown hair, green eyes

Wanted for: Treason, terrorism, espionage, assault.

History: Andrews worked as an associate accountant in the Revenue Assessment Division of the Administrative Cartel for almost a decade without incident, but he appears to have had some kind of moral crisis (possibly triggered by witnessing Consortium action to suppress the El Paso Tax Insurrection of '89), causing him to abandon his loyalty to the WEC. In 2192 he apparently went underground (perhaps after first spending some time as a Resistance subversive agent or informer in the RAD). He is believed to have been sighted participating in at least two terrorist operations in the last year, possibly under the command of Shannon Brooks (q.v.).

Profile: His former superiors characterize Andrews as a dedicated but solitary worker. His defection to the Resistance is probably based on genuine moral conviction. His background suggests that he is totally unprepared by training or experience for military action, and his self-sufficiency and flexibility profiles indicate the possibility of a breakdown under battlefield conditions. FOOLED THEM!

Status: Subject should be considered armed and dangerous.

KEEP WORKING, TAXMAN, YOU'LL EARN THAT "EXTREMELY" YET

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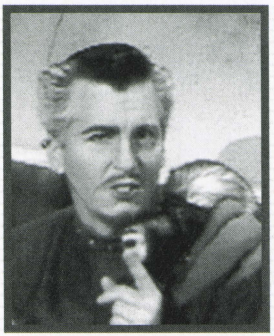
SECURITY CARTEL ALERT

CRIMINAL OFFENDER PROFILE:

"WEASEL" (REAL NAME UNKNOWN)



AKA: Alvin Tarkin, Leroy Cern, Alberto Devense, Sally Horrowitz, Lyle Lepardo, Antonio Zero

Citizen # UNKNOWN

Age Early 30s, Height 180 cm, Weight 72 kg

Brown/silver hair, blue eyes

Wanted for: Treason, terrorism, kidnapping, black-marketing, conspiracy, grand larceny, petty larceny, smuggling, hijacking, gun-running, arson, assault, blackmail, extortion, fraud, barratry, organ-legging, bootlegging, pandering, felonious misrepresentation, unauthorized impersonation of a citizen, impersonation of an officer, maintaining a bawdy house, tax evasion, unlicensed ownership of a firearm, exploitation of a minor, failure to register identity.

WOW! WEASEL, I AM IMPRESSED!

History: The individual known as Weasel appears to have never been registered as a citizen of the WEC, based on retina-scans obtained from video images. Investigators theorize that he may have been raised in a refusenik encampment by individuals opposed to universal registration for political or religious reasons. His given name is unknown — none of his known aliases match the names of any known refuseniks. What is known is that about 2193 he emerged as the most successful black marketeer in his region. He is known to have extensive dealings with the Resistance as a supplier.

Profile: Weasel seems to be almost completely amoral, with the sole exception (probably profit-motivated) of having never betrayed a client or professional confidence. He is a felon of truly staggering proficiency, able to mastermind high-stakes schemes in numerous fields of criminal endeavor simultaneously. His instinct for self-preservation is uncanny, and though he has never been known to personally kill anyone, he does not hesitate to resort to violence to avoid apprehension.

Status: Suspect should be considered armed and dangerous.

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